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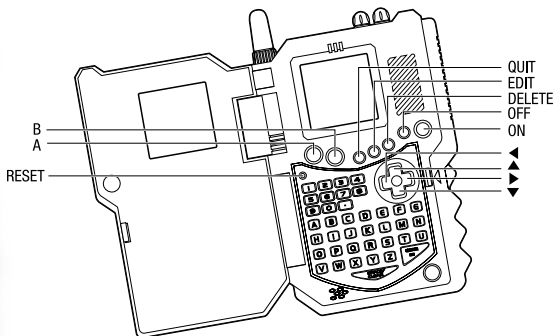
Dino Dex



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YOUR DINO DEX KEYPAD



Turn **ON** your Dino Dex. Welcome back (way way back!) to prehistoric times.

NAME



After the opening screens, you need to type in your name. Use the keypad to do this. Then press **ENTER**.

DATE

Enter in the date.



Month:
You will see the month of "JAN" flashing. Use the "▲" and "▼" arrows to toggle to the correct month. For example "March".



Day:
Use the "▶" arrow to move to the day selection. Use the "▲" and "▼" down arrows to type in the first digit of the month (which would be a "0", "1", "2" or "3". For example "2". Or you can use your keypad to type in the correct number. For example, type in the "2" on your keypad. Use the "▶" arrow to move to the second digit, which will be a number from "0" to "9". For example "4". Then use the "▲" and "▼" buttons to toggle to the correct number or type in the number on your keypad.



Year:

Once you enter the correct day, use the "▶" arrow to move to the year selection. For example "2001".

After you've toggled to the correct year, press **ENTER**.

TIME



Now that you have learned how to set the date, setting the time is easy!

Hour:

Use :

- the "▲" and "▼" buttons to enter the first digit or type in the first digit number using the keypad.
- the "▶" to move to the second digit.
- the "▲" and "▼" buttons to enter the second digit or type in the number using the keypad.

For example "0"

Now do the same thing for the second digit.

For example "9".

Minute:

Use the "▶" button to move to the minute spaces and enter in the correct minute the same way with the "▲" and "▼" arrows or by typing the actual number on the keypad.

For example, "23".

AM or PM:

Use the "▶" button to move to the **AM/PM** space.

Use "▲" and "▼" to toggle to your choice. For example, "AM".

Or you can type "A" on the keypad for AM or type "P" on your keypad for PM.

ALARM

You'll hear a "roaring dino" when the alarm sounds!

On screen, you will see the words, "WOULD YOU LIKE TO SET THE ALARM FUNCTION? Y/N

Type in "Y" for yes or "N" for no. If yes, then use "◀" & "▶" to set alarm to be **ON** or **OFF**.

SOUND EFFECTS

You can also set the unit to hear sound effects.

On screen, you will see the words, "WOULD YOU LIKE TO SET THE SOUND EFFECTS? Y/N

Type in "Y" for yes or "N" for no. "If yes, then use "◀" & "▶" to set the sound effect to be **ON** or **OFF**.

GOING TO MAIN MENU

After you're entered all your data of name, date, time, alarm and sound effects, press the QUIT button to go to the main menu. From the main menu, you can access 10 different really cool functions for playing! On the main menu, you will see four icons on screen at a time.

Use the "▲" and "▼" buttons to move up and down along the main menu to see all the ten main menu selection choices. Let's spend a little time explaining how each of these ten functions works! They're each a lot of fun, so you'll want to learn about them all!

ARCHIVE FILES

In the archive files, you'll find really interesting information about 72 different dinosaurs. You can see their pictures and see their pictures come to life. Read all about each of them!

Highlight **ARCHIVE FILES** and press **ENTER**.

The letters of the alphabet will appear.



Use your "◀" and "▶" arrow buttons to move to a letter of your choice. For example, "B".
Press **ENTER**.



See the list of all the dinosaurs that begin with the letter "B".
Use the "▲" and "▼" arrows to highlight the dinosaur you want to study, for example, BARYONYX.
Press **ENTER**.



See the word "BARYONYX" on screen by itself and an arrow pointing the left right (▶) on the bottom of the screen.



Press the "▶" to see an illustration of your dinosaur.
Press "▶" again to see your dinosaur moving!

Press "▶" again to see the correct pronunciation (BARE-EE-ON-IKS) and a full biography about this dinosaur.

Keep using the "▶" button to scroll through the biography.

You can also use the "◀" button to not only move backwards through the biography but also to move back to the other cool stuff - like the animated dinosaur several screens back!

More dinosaurs of the same letter:

When you have finished your study on the Baryonyx, press the **QUIT** button to go back to the "B" screen that listed all the dinosaurs that began with that letter of the alphabet.

Select another letter of the alphabet for study:

Choose another dinosaur to study whose name begins with the letter "B" or you can press **QUIT** again to go back to the **ARCHIVES FILE** and choose another letter of the alphabet.

Go back to the main menu:

Press **QUIT** a third time to go back to the main menu and play with another function of your Dino Dex!

PERSONAL LOG

Entering the first message:

From the main menu page, move the arrows to highlight **PERSONAL LOG** and then press **ENTER**.

On screen you will see,



"WOULD YOU LIKE TO ENTER YOUR OWN NOTES? (Y/N)
Press **Y** for YES.



A blank screen will appear.
Now use your keyboard to type your message!

HOWEVER YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER IN THE PERSONAL LOG. WHEN YOU REACH YOUR TEXT LIMIT A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT MESSAGE YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE PERSONAL LOG ALWAYS TRY TO DELETE OLD MESSAGES BEFORE YOU ENTER NEW ONES.

Saving your messages:

When you are done typing, press the **ENTER** button.

On screen you will see,



"SAVE RECORD? (Y/N)

Type "Y" for yes. You then go back to the main menu.

Entering more messages:

You want to enter in more messages to your personal log? No problem! Highlight **PERSONAL LOG** again and press **ENTER**.

Then, enter in a new message and save it by pressing the **EDIT** button.

Now you have two messages in your personal log. You'll see an arrow on the bottom right hand corner of the screen.



Press "▶" to scroll forward through your messages. Press "◀" to scroll backwards through your messages.

If you enter a long message, which takes up more room than one page, you will see a "▼" arrow which will take you to another page to continue your message. Use the "▲" and "▼" buttons to move up and down throughout longer messages, moving back and forth to review these longer messages!

Editing messages:

If you want to edit (revise) a message you have written in your personal log, go to the message and then press the **DELETE** button.

On screen you will see,



"EDIT THIS MESSAGE? Y/N

Press "**Y**" for yes to start editing (revising) your message. Use the directional arrows to move the cursor to the part of the message you want to change. Then by pressing the **DELETE** button, you will delete whatever letter is by the cursor. As you delete letters, you can retype whatever revised message you wish to write.

When you're done revising, resave your message by pressing the **ENTER** button.

Deleting messages:

Let's say you want to delete (erase) a message. Go to the message and press the **DELETE** button.

On screen, you will see EDIT THIS MESSAGE? Y/N

Press "**N**" for no.

On screen will appear,



DELETE RECORD? Y/N

Press "**Y**" for yes and you will delete (erase) this entire message!

When you're done adding, editing or deleting messages, press the **ENTER** button to complete this job and you will return to the main menu. Let's move on!

DATA BANK

Store names and phone numbers, email addresses and web addresses here! Highlight **DATA BANK** from the main menu and press **ENTER**.



You will see a screen that says NAMES & PHONE NUMBERS.



Use the "**▼**" button to scroll down to E-MAIL ADDRESS.



Use the “▼” button to scroll down to **WEB ADDRESSES**.

Use the “▲” and “▼” buttons to scroll to whichever of these three you want and press **ENTER** to work in that file.

Names and Phone Numbers:

Let's begin by highlighting **NAMES AND PHONE NUMBERS** and pressing **ENTER**.

On screen, you will see,



WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N
Press **Y** for yes.



Name:
Type in the name (up to 17 letters) and press **ENTER**.



Phone Number:
Now type in the phone number.
Press **ENTER**.

On screen, see the message **WOULD YOU LIKE TO ADD NAMES & PHONE NUMBERS? Y/N** again. This time, type “**N**” for no.

On screen:

WOULD YOU LIKE TO SAVE? Y/N

Press **Y** for yes.

Your name and phone number information is now saved.



Go back to the **NAMES AND PHONE NUMBERS** file.
You can then add more names and phone numbers or use the “▲” and “▼” buttons to scroll to between this file and the files for e-mail addresses and web addresses.

Adding More Names and Phone Numbers:

You can enter a total of 25 names and phone numbers. Press **EDIT** to add more names. Follow the same procedure as before.

Deleting Names and Phone Numbers:

Press **DELETE** instead of edit.

See an arrow on screen and use your directional buttons to move the arrow to highlight the entry you want to change.

Once the entry is highlighted, you have two options:

Option 1: Press the **DELETE** button to delete the entire entry.

Option 2: If you press **EDIT**, you will pull up the highlighted entry again and can edit any part of the entry by moving the cursor to the letters you want to change and then retype the new letters or numbers. When you're done revising, press **ENTER**.

E-mail Address:

Let's say instead of adding more names and phone numbers, you want to go to the E-mail address folder.

Simply scroll down with the "▼" arrow from **NAMES & PHONE NUMBERS** to **E-MAIL ADDRESS** and press **ENTER**.

On screen, see the message:

WOULD YOU LIKE TO ADD E-MAIL ADDRESS? Y/N

Press **Y** for yes and enter in an e-mail address.

Press the **"A"** button to get the **"@"** symbol.

Press the **"B"** button to get the **"/"** symbol.

Then press **ENTER**.

Just like with Names & Phone Numbers, you will see the message:



WOULD YOU LIKE TO SAVE? Y/N
Type in **"Y"** for yes.

This is the basic procedure as Names and Phone Numbers. **EDIT** and **DELETE** the same way! You can save up to 25 E-Mail addresses!

Web Addresses:

If you want to record web addresses, It's just as easy! From the file menu, use the **"▲"** and **"▼"** buttons to scroll up or down to **WEB ADDRESSES** and press **ENTER**.

On screen, you will see the message:

WOULD YOU LIKE TO ADD WEB ADDRESSES? Y/N

Press **"Y"** for yes. Use the same procedure to add, edit and delete web addresses you used for "E-Mail" and for "Names and Phone Numbers". You can save up to 25 web addresses!

SCHEDULE LIST

From the main menu, press **ENTER**. On screen you will see, SCHEDULE LIST followed by



WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N
Press "Y" for yes.

On screen you will see,

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes.

On screen you will see,



DAY: 01-01-2001
TIME: 01:21PM

Use your "◀" and "▶" arrows to move through the DAY and TIME and then use the keypad keys to type in the DAY and TIME for the alarm. Press **ENTER**.



Then the day and time of your alarm settings will appear on top of the page and you can begin typing in your schedule.

If you press **NO** for the alarm instead of **YES**, you would go straight to the blank screen and could begin entering your schedule immediately.

When you are done typing in your schedule, press **ENTER**.

On screen you will see,



SAVE RECORD? Y/N
Press "Y" for yes and you will return to the main menu.

From the main menu, highlight the SCHEDULE LIST again and press **ENTER**. Your schedule will be on screen.

Adding more schedules:

Press **EDIT** to add more scheduling. See the screen:



WOULD YOU LIKE TO ENTER REMINDER TO YOURSELF? Y/N

Press **Y** for yes and you will see the ALARM SETTING screen again, which is:

WOULD YOU LIKE TO SET THE ALARM FOR YOUR REMINDER? Y/N

Type in "Y" for yes or "N" for no.

If **YES**, enter in an alarm setting just as before for this new schedule. Then press **ENTER** and type in the additional schedule.

If **NO**, you will go right to a blank screen for typing in the additional schedule.

When you're finished with the added schedule, press **ENTER**.

THE SCHEDULE LIST CAN ONLY HOLD 15 REMINDERS AT ONE TIME. ALSO YOU ARE LIMITED BY THE AMOUNT OF TEXT YOU ENTER FOR THE REMINDERS. WHEN YOU REACH YOUR TEXT LIMIT OR TRY TO ADD MORE THAN 15 REMINDERS AT ONE TIME, A WARNING SCREEN WILL APPEAR TELLING YOU TO DELETE SOME TEXT OR DELETE SOME REMINDERS COMPLETELY. YOU MUST DO SO IN ORDER TO SAVE THE CURRENT REMINDER YOU ARE ENTERING. FOR BEST PERFORMANCE IN THE SCHEDULE LIST ALWAYS TRY TO DELETE OLD REMINDERS AND TRY TO LIMIT THE AMOUNT OF TEXT FOR EACH ONE, BEFORE YOU ENTER NEW ONES.

On screen you will see,



SAVE THIS MESSAGE? Y/N

Press "Y" for yes and you will return to the main menu.



Deleting messages:

Go to **SCHEDULE LIST** again from the main menu and press **ENTER**. This time, you will see your **FIRST** entered schedule plus a flashing arrow on the bottom right hand corner of the screen.

Press the "▶" button to toggle through your added schedules.

When you get to the message you want to delete, press the **DELETE** button.

On screen, you will see



EDIT THIS MESSAGE? Y/N
So you have two options.

Option 1:

If you type in **Y** for yes, you can go right into the schedule and delete/change parts of the **DAY** and **TIME**, using the "◀" and "▶" arrows to move through the day and time and then type over the letters or numbers you are highlighting to delete the old letters and numbers and replace them with new text.

When you are done changing the day and time, press **ENTER**.

Now the revised day and time are on the top of the page and you can use your "◀" and "▶" arrows to move through the text of your actual schedule. As you move "◀" and "▶" with your arrows to highlight the letters you want to change, use the letters on the keypad to revise your schedule.

When you have revised your schedule, press **ENTER**.

On screen you will see,



SAVE THIS MESSAGE? Y/N

Press **Y** for yes to save this edited schedule.

Option 2:

If you press **N** for no,

On screen you will see,

DELETE RECORD? Y/N

Press **Y** for YES and delete the entire schedule.

SECURITY SYSTEM

This is where you enter your own private password and lock out intruders from entering your files! Neat! Highlight the **SECURITY SYSTEM** from the main menu and press **ENTER**.

On screen you will see



SECURITY SYSTEM followed by **PLEASE ENTER YOUR PASSWORD**. Your password can be up to 8 letters long. Type it in and press **ENTER**.

On screen you will see,



RECONFIRM AND RETYPE YOUR PASSWORD
So type in your password again to confirm it and press **ENTER**.

On screen you will see,

PLEASE SELECT WHICH SECTORS YOU WISH TO LOCK OUT.

Press **ENTER** and you will return to the main menu. Highlight a file from the main menu to “password protect”. For example, the **ARCHIVE FILE**.

Press **ENTER**. On screen you will see,



DO YOU WISH TO PASSWORD PROTECT ARCHIVE FILE? Y/N



Type in “Y” for YES and you will see a really cool animation of that section of your Dino Dex being “locked up” to protect it from intruders!

Now if anyone tries to enter the **ARCHIVE FILE**, they must enter the password. Without the password, they can't get in.

Then select any other functions of your Dino Dex you want to lock up. When you are finishing “locking up”, press **QUIT**.

On screen you will see,

THE FOLLOWING FUNCTIONS ARE NOW LOCKED and then a list of whatever functions you have “password protected”.

If you're entered in a bunch of functions as "password protected", use the "▼" arrow to see them all.

Press **QUIT** a second time. Now you're back in the Main Menu.

Go to a section that you have password protected. Instead of the function opening, on screen you will see

PLEASE ENTER YOUR PASSWORD.

If you type in the wrong password, you will see

INCORRECT PASSWORD.

Use the **DELETE** button to erase the incorrect password and try again!

When you type in the correct password, the function will open properly.



You can "password protect" any functions you want, even this SECURITY SYSTEM function! When you go to "password protect" the password (Security System), you will see a warning on screen.

This warning is important! The warning explains that if you happen to forget your password, you are out of luck if you have "locked up" this section. In order to gain password access, when you've locked up this security function, you will have to reset your unit or take out the batteries and start all your programming for your entire Dino Dex all over again.

So consider "password protecting" every section except the Security System function. That way, if you forget your password and you haven't locked up the security system, you can go into this section and change your password!

Here's how:

Go to SECURITY SYSTEM on the Main Menu and press **ENTER**.

On screen you will see

CHANGE PASSWORD? Y/N

Press **Y** for yes and go through the entire procedure of selecting a password again.

The sections of the Dino Dex you had previously locked up with your old password (which you have forgotten), can now be opened with your new password.

SYSTEM CORE

The **SYSTEM CORE** is all the basic information you entered when you first programmed your Dino Dex. Highlight this function from the Main Menu and press **ENTER**.

By either repeatedly pressing the “▶” button or by repeatedly pressing the **ENTER** button you can toggle through all your basic information you have entered for **NAME, DAY, TIME, ALARM and SOUND EFFECTS**.

To change any of this information, go to the screen you wish to change. For example, go to the **NAME** screen and press **EDIT**.

Then press or hold down the **DELETE** button to delete the old name and then type in the new name. Press **ENTER**.

When you change any of the core information, you will need to re-enter all the information from that point, using the same procedure you used for the **NAME** entry change.

To **QUIT** the core system, press the **QUIT** button.

CALCULATOR

Highlight the calculator from the main menu and press **ENTER**.

Here's your own built-in calculator.

Use:

- the **NUMBER** keys for **NUMBERS**.
- the ▲ button for **DIVISION (/)**.
- the ▼ button for **ADDITION (+)**.
- the ◀ button for **MULTIPLICATION (x)**.
- the ▶ button for **SUBTRACTION (-)**.
- the **ENTER** button for **EQUALS (=)**.
- the **SPACE** button for **CLEAR**.

For example, if you wanted to add $7 + 4 = 11$.

Here's how you would do it:

- Press the “7” key. (7)
- Press the “▼” key. (+)
- Press the “4” key. (4)
- Press the **ENTER** key. (=)

Then the number “11” would appear in the bottom right hand corner.

A calculator is a “must have” for any scientist or paleontologist!

Press **QUIT** to return to the Main Menu.

SORTER

In the SORTER function, you can sort the 72 dinosaurs in many different ways - including HEIGHT, LENGTH, WEIGHT, and TYPE.

Highlight **SORTER** from the main menu and press **ENTER**.

On screen you will see



SORT THE DINOSAURS BY THE FOLLOWING ATTRIBUTES



Press **ENTER**. You will see

HEIGHT, LENGTH, WEIGHT, TYPE

Use the "▲" and "▼" buttons to toggle through these four choices.

For instance, with **HEIGHT** highlighted, press **ENTER**.

On screen you will see,



WOULD YOU LIKE TO SORT ALL THE DINOSAURS BY ASCENDING ORDER? Y/N

If you type in "Y" for yes, you will see all 72 dinosaurs listed from the smallest to the tallest.



If you type in "N" for no, you will see

ENTER THE SPECIFIC HEIGHT

___ FEET TALL



If you type in a really big number like "87" to see all the dinosaurs at least 87 feet tall, the unit will say, NO MATCH, TRY AGAIN.

Then the screen will go back to your "87" entry. Use the **DELETE** button to erase first the "7" and then the "8". Then type in another number. For example, type in "30" and press **ENTER** to see all the dinosaurs at least 30 feet tall.



This list has just one dinosaur, DIPLODOCUS.

Now this is really cool - you can press the **ENTER** button here to enjoy all the fantastic information and graphics from the archive folder inside the **SORTER!**



With **DIPLODOCUS** written on screen, press the **ENTER** button and you will see the illustration of **DIPLODOCUS**.

As with the archives, you will notice an arrow in the bottom right hand corner. As with the archives, use the "▶" button to toggle through the moving animation of the dinosaur and the several pages of the dino's biography!

If you had chosen a lesser height than 30 feet, there would have been more dinos in the list. You could highlight ANY of the dinosaurs from the list and cycled through their animations and biographies in the same way!



When you are done cycling through biographies, press the **QUIT** button to go back to the sub-menu of height. Length, weight, and type.:

HEIGHT, LENGTH, WEIGHT, TYPE

This time, instead of selecting height, select **LENGTH**.

You will once again see the display of,

WOULD YOU LIKE TO SORT ALL THE DINOSAURS BY ASCENDING ORDER? Y/N

You can sort information for **HEIGHT**, **LENGTH**, and **WEIGHT** all the same way.

However, if from the sub menu, you highlighted **TYPE** and pressed **ENTER**, you would see a slightly different display. In **TYPE**, you will see,



WOULD YOU LIKE TO SORT ALL THE CARNIVOROUS DINOSAURS?

If you type in "Y", you will see all the carnivorous dinosaurs - dinosaurs who eat meat.

If you type in "N", you will see,



WOULD YOU LIKE TO SORT ALL THE HERBIVOROUS DINOSAURS?

These are the plant eating dinosaurs!

SYSTEM BIO'S

In SYSTEM BIO'S, you can list your 5 favorite dinosaurs - and have all their biographic information available at an instant!

Press **ENTER** to enter the SYSTEM BIO'S.

On screen, you will see,

WOULD YOU LIKE TO LIST 5 FAVORITE DINOSAURS?

If you enter "**N**" for no, you will go back to the main menu.

But if you enter "**Y**" for yes, you will see



SELECT DINOSAURS and the alphabet chart from the archive folder.

Just as in the archives, you can use the "▶" and "◀" buttons to highlight different letters in the alphabet. For example, if you want to include TYRANNOSAURUS as one of your favorites, scroll along the alphabet bar until you reach "**T**" and press **ENTER**.



On screen, you will see all the dinos beginning with the letter "**T**", Therizinosaurus, Torosaurus, Triceratops, Tyrannosaurus

Scroll down to TYRANNOSAURUS and press **ENTER**.

On screen you will see,



WOULD YOU LIKE TO ADD TYRANNOSAURUS TO YOUR FAVORITE LIST? Y/N

Press "**Y**" for yes and on screen you will see
1. TYRANNOSAURUS

Then the screen automatically goes back to the SELECT DINOSAURS screen with the alphabet bar.

You can add up to 5 dinosaurs in exactly this same way. When you're done making your "favorites" list, press **QUIT**.

Then you will see,



WOULD YOU LIKE TO SAVE YOUR LISTING? Y/N

Press "**Y**" for yes and your dinosaur favorites will be saved.

You will then be automatically returned to the Main Menu.

Now whenever you go into the SYSTEMS BIO's, you will see your list. The cursor will be set for the first dinosaur on your list. Use the "▲" and "▼" buttons to toggle to any of your favorite dinosaur listings.

Press **ENTER**. You will then have all the archive and bio information for that dino. Just press the "▶" button to cycle through all the information. Remember, you can always press the "◀" button to cycle backwards through this information as well.

Once you've entered in 5 dinos to your favorite's list and you try to enter another one, on screen you will see



THERE ARE ALREADY 5 DINOSAURS ON YOUR LIST."

If you would like to change your list, highlight the dino on your list you want to delete and press the **DELETE** button. That dinosaur will be deleted instantly from your list! Each time you press **DELETE**, you will delete another dino from your list!

To add new dinosaurs to your list press the **EDIT** button when on your list.

GAME SIMULATOR

There are two games you can play! **THE DNA LAB** and **BATTLE DOME**.

Highlight the **GAME SIMULATOR** from the main menu and press **ENTER**.



Press **ENTER** again to enter the game simulator. You will see **THE DNA LAB** highlighted. Use the "▶" and "◀" arrows to highlight either **THE DNA LAB** or **BATTLE DOME**.

Game 1: The DNA Lab Game

Let's begin with **THE DNA LAB** game. With this game highlighted, press **ENTER**.

On screen you will see,



PLEASE SELECT THE DINA COMBINATION, followed by SELECT THE HEAD.



Press **ENTER** and you will be given four choices, for example, **VELOCIRAPTOR**, **COMPSOGNATHUS**, **TYRANNOSAURUS**, **TRICERATOPS**

Every 24 hours, a new dinosaur is available on the list! This will happen every day until all 72 dinosaurs are available for you to select from!

Use your arrows to toggle through the selections. Highlight your choice for the head, for example, TYRANNOSAURUS and press **ENTER**.

On screen you will see



SELECT THE HEAD TYRANNOSAURUS



Press **ENTER** and SELECT THE ARM appears on screen.



Press **ENTER** and the same list of four dinosaurs appears on screen. Highlight your choice, for example, COMSOGNATHUS and press **ENTER**.



Now SELECT THE TORSO appears on screen. Press **ENTER**.



Highlight your choice, for example, VELOCIRAPTOR and press **ENTER** and on screen you will see, SELECT THE TORSO VELOCIRAPTOR.



On screen, you will now see, SELECT THE FEET.



Highlight for example, TRICERATOPS and press **ENTER**. On screen, you will see SELECT THE FEET TRICERATOPS.



On screen, you will see **SELECT THE TAIL**.
Press **ENTER**.

Highlight your choice, for example, **TRICERATOPS** again, and press **ENTER**.

On screen, you will see



SELECT THE TAIL TRICERATOPS.

Now on screen, you will see,



YOUR DINOSAUR IS ABOUT TO BE CREATED
WOULD YOU LIKE TO SAVE YOUR DINOSAUR? Y/N
Press "Y" for yes.



A **NAME** screen will appear:
NAME:



Type in the name that you want for your newly created dinosaur.

Press **ENTER** and your newly created dino will come to life! You will see him walking across screen. Whenever you enter this game mode, you can watch him moving automatically - and he will **AGE** automatically from **BABY** to **YOUNG** to **ADULT**! Now that's interesting!

The life of a dinosaur can be a dangerous one. The hunter can easily become the hunted in the dino world. So it is possible your newly created dino will be eaten by other dinosaurs. When this happens you will have to create a new dino breed and start over.

Deleting Your Creation:

But let's say you get tired of your creation. You can delete him!

Press the **DELETE** button. On screen you will see,



WOULD YOU LIKE TO CREATE A NEW BREED? Y/N
Type in **Y** for YES.

On screen you will see,



YOUR CURRENT DINOSAUR WILL BE DESTROYED!
DO YOU STILL WANT TO CREATE A NEW DINOSAUR? Y/N



Type in "**Y**" for YES and you will see your dinosaur get picked up by a crank and then deposited down where he will be eaten alive by other dinosaurs.

Then on screen, you will see again,



PLEASE SELECT THE DNA COMBINATION -SELECT THE HEAD.

Now it's time to create all over again. What power you hold!

Game 2: Battle Dome

Once you've highlighted the **BATTLE DOME** game, press **ENTER**.



On screen you will see,
SELECT A BATTLE!
FIGHT MODE
WATCH MODE

Use your "**▲**" and "**▼**" buttons to highlight which mode. Highlight **FIGHT MODE** and press **ENTER**.



Fight Mode:

Having selected the Fight Mode and pressing **ENTER**, you will see, **SELECT DINOSAUR**, **USER SELECT**, **RANDOM SELECT**

Use the “▲” and “▼” down arrows to select “user” or “random”. Highlight **USER** and press **ENTER**.



You will see **SELECT DINOSAUR** and the alphabet bar.

Use the “▶” and “◀” buttons to toggle through the letters of the alphabet to select your dinosaur. For example, if you want to fight with **COELOPHYSIS**, you need to toggle to the letter “**C**” on the alphabet and press **ENTER**.



You will see the “**C**” choices of:
CARNOTAURUS, COELOPHYSIS, COMPSOGNATHUS,
CORYTHOSAURUS
CRYOLOPHOSAURUS

Use the “▲” and “▼” buttons to toggle to **COELOPHYSIS** and press **ENTER**.



The screen will now show
SELECT OPPONENT
USER SELECT
RANDOM SELECT

Let's do user select again. Highlight this selection and press **ENTER**.

You will see **SELECT OPPONENT** and the alphabet bar again. Do the same procedure to select an opponent.



Press **ENTER** and you will see both dinosaurs appear on screen as well as their names plus the word **FIGHT!**



Use the following control buttons:

- A** — for a mouth attack
- B** — for a claw or tail attack
- “◀” — to move your dino backwards.
- “▶” — to move your dino forwards.
- “▲” — to make your dino jump.
- “▼” — no function with this button.



YOU
WIN

As the fight continues, keep attacking! When the fight is over, you will either see **YOU LOSE** or **YOU WIN** on screen.

The screen will then display,
WOULD YOU LIKE TO FIGHT AGAIN? Y/N

If you press "**Y**" for yes, you will fight again with the same dinos.

If you press "**N**" for no, you will go back to the main menu.

Play again - this time, choose **FIGHT MODE** again.

But this time, instead of using **USER SELECT**, try **RANDOM SELECT**.

Whenever you use, **RANDOM SELECT**, the unit will choose the dino for you! You can **RANDOM SELECT** your own dino or your opponent's dino - or use **RANDOM SELECT** for both dinos!

Next time you play, instead of selecting **FIGHT MODE**, try selecting **WATCH MODE**.

In **WATCH MODE**, you also get the choices of **USER SELECT** and **RANDOM select** for both your dinosaur and the opponent dinosaur.

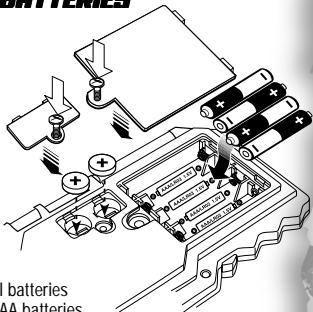
But when the fight starts in **WATCH MODE**, you don't do the actual fighting. Instead, you sit back and watch the dinosaurs compete automatically! That's really cool, too!

INSERTING OR REPLACING BATTERIES

Reset Operations:

By pressing the reset button, you can delete all the data previously entered. A screen will ask you, DATA FOUND! KEEP RECORD? Y/N. By pressing Y (yes) all data will be deleted. By pressing N (no), you will return to the initial screen.

Be sure to press the reset button before you use DINO DEX for the first time.



Replacing Batteries:


This DINO DEX is powered by two button-cell batteries type LR44 and four AAA batteries. The four AAA batteries are the main batteries and the two LR44 batteries are the back-up batteries. The main batteries provide power for normal operations. The back-up batteries protect data stored in memory when changing the main batteries.

CAUTION : Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

If the LCD display becomes dim, this means you should turn off the DINO DEX and replace the main batteries. Your DINO DEX is protected by the back-up batteries during main battery replacement.

Memory contents are lost when the back-up batteries are removed or need to be replaced. Be sure to always leave the back-up batteries in place to protect memory contents when you are changing the main batteries. However, when you remove the main batteries at any time, memory retention will depend entirely on the condition of the back-up batteries in place. If back-up batteries are not in place, memory contents are likely to be damaged. If memory seems corrupted, clear it using the reset.

Normally the back-up batteries can support over 180 days of operation, even when no main batteries have been installed. However, in order to  nteer your data is stored, never leave the unit without main batteries for a week. Otherwise, you could lose your data. For regular maintenance, please exchange the back-up batteries once a year.



Important:

Incorrect use of batteries can cause them to burst or leak, possibly damaging the interior of the DINO DEX. Note the following precautions:

Never leave dead batteries in the battery compartment.

To avoid damage to the unit from leaky batteries, replace both the main battery and the back-up battery every three years. Batteries should be replaced no matter how much you use the diary during that time.

Warning:

Never try to recharge the batteries supplied with DINO DEX.

Do not expose batteries to direct heat.

Keep batteries out of the reach of small children. If swallowed, consult a physician immediately.

To Replace The Main Battery:

1. Switch power off, loose the screws that holds the battery compartment cover in place, then remove the battery compartment cover.
2. Insert a thin, pointed, non-metallic object into small hole and remove the old battery.

Warning:

DO NOT CLOSE THE BATTERY DOOR ONCE YOU REMOVE THE MAIN BATTERY. YOU MUST REPLACE MAIN BATTERY BEFORE CLOSING BATTERY COMPARTMENT OR ALL FILES WILL BE DELETED!

3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the DINO DEX, making sure to align "+" and "-" as shown.
4. Replace the battery compartment cover and the screws that secure it in place.

To Replace the Back-Up Battery:

1. Be sure always to leave main battery in place to protect memory contents before you replace back-up battery.
2. Loose the screw that holds the back-up battery cover in place. Remove the cover, then remove the old battery with a thin pointed, non-metallic object.
3. Wipe the surfaces of a new battery with a soft, dry cloth. Insert the new battery into the DINO DEX, making sure that its positive (+) side is facing up (so that you can see it).
4. Replace the battery compartment cover and the screws that secure it in place.

CAUTION:

To ensure proper function:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.
- Replace with new batteries at the first sign of erratic operation.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

DEFECT OR DAMAGE

Replace batteries at the first sign of erratic operation.

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$13.50. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department.

1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions : (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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In Canada, please consult your local
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Avis aux parents: Consultez votre journal
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local para conocer la clasificación de la
película Jurassic Park III.

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